

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

- 5 Claim 1 (previously presented): A method of managing an input buffer in a media player for playing a media file, the media file comprising a stream of frames, each frame having at least a main\_data field containing encoded media samples and a main\_data\_begin field indicating an overflow of the main\_data field, the media player including a parser, an input buffer, a decoder, and a totalizer, the parser is
- 10 capable of parsing the stream of frames to the decoder and informing the decoder whether to decode from the beginning of the media file, or from the middle of the media file, the method comprising:
- if the decoder is informed to decode from the middle of the media file, then:
- 15 locating a first frame having a first main\_data\_begin field and a first main\_data field, if a value in the totalizer is less than a value in the first main\_data\_begin field, adding a size of the first main\_data field to the totalizer, and storing the first main\_data field in the input buffer; and
- 20 locating a second frame which is downstream to the first frame, the second frame having a second main\_data\_begin field and a second main\_data field, if a value in the totalizer is equal to or larger than a value in the second main\_data\_begin field, decoding the stream of frames starting from the second frame using both the first main\_data field stored in the input buffer and the second main\_data field; and
- if the decoder is informed to decode from the beginning of the media file, then
- 25 locating a third frame having a third main\_data\_begin field with a value of zero and a third main\_data field, and decoding the stream of frames starting from the third frame.

Claim 2 (original): The method of claim 1 wherein the media file is an MP3 file.

Claim 3 (original): The method of claim 1 wherein the totalizer is initialized to zero.

- 5     Claim 4 (previously presented): A method of managing an input buffer in a media player  
for playing a media file, the media file comprising a stream of frames, each frame  
having at least a main\_data field containing encoded media samples and a  
main\_data\_begin field indicating an overflow of the main\_data field, the media  
player including a totalizer and an input buffer, the method comprising:
- 10     locating a first frame having a first main\_data\_begin field and a first main\_data field,  
if a value in the totalizer is less than a value in the first main\_data\_begin field,  
adding a size of the first main\_data\_field to the totalizer, and storing the first  
main\_data field in the input buffer; and
- 15     locating a second frame which is downstream to the first frame, the second frame  
having a second main\_data\_begin field and a second main\_data field, if a value  
in the totalizer is equal to or larger than a value in a second main\_data\_begin  
field, decoding the stream of frames starting from the second frame using both  
the first main\_data field stored in the input buffer and the second main\_data  
field.

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Claim 5 (original): The method of claim 4 wherein the media file is an MP3 file.

Claim 6 (original): The method of claim 4 wherein the totalizer is initialized to zero.

25     Claims 7-19 (cancelled)